



HOW TO PLAY

## Field Controls

## Battle Controls

**L + ○**  
Change Reynn's size  
—

**L + □**  
Change Lann's size  
—

**Up button**  
Mount Mirage / Change mount  
Move cursor / Select Champion (shortcut)

**Left/right buttons**  
Change Mirage companion  
Move cursor

**Down button**  
Dismount Mirage  
Move cursor / Select Mega Mirage (shortcut)

**Left stick**  
Move character  
Move cursor / Open ability shortcuts

**L**  
Toggle basic/classic battle menus

**R**  
Switch leader  
Fast-forward



**SELECT button**  
Display area map  
Auto-battle

**START button**  
Pause  
Pause and display Mirage info

**△**  
Open game menu  
Use ability shortcut

**○**  
Hop  
Cancel / Use ability shortcut

**□**  
Open "windway" fast travel menu  
Use ability shortcut

**×**  
Confirm / Interact  
Confirm / Use ability shortcut

**Right stick**  
Move camera  
Cycle through characters who are ready to act

For more information on this game,  
please visit

<http://support.na.square-enix.com>



# WARRANTY DISCLAIMER

THE FOLLOWING IS YOUR SOLE AND EXCLUSIVE REMEDY FOR THE EXPRESS WARRANTY DISCLAIMER SET FORTH IN THIS SECTION.

This Warranty Disclaimer does not apply if the defects have been caused by your negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship, and Square Enix and its licensors shall not be held liable for any damage, injury or loss if caused as a result of any of these reasons. The Warranty Disclaimer does not apply to used Game Software or to Game Software acquired through private transactions between individuals or purchased from online auction sites, which transactions and purchases are not authorized by Square Enix.



THE GAME SOFTWARE IS PROVIDED "AS IS," WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OF CONDITION, UNINTERRUPTED USE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. NO ORAL OR WRITTEN ADVICE OR INFORMATION GIVEN BY SQUARE ENIX OR ANY OF ITS AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY LESSEN THE SCOPE OF THIS WARRANTY DISCLAIMER.

Some states and jurisdictions do not allow the exclusion of, or limitations on, limited or implied warranties, and in such states and jurisdictions, Square Enix's and its licensors' liability shall be limited in duration and effect to the maximum extent permitted by law.

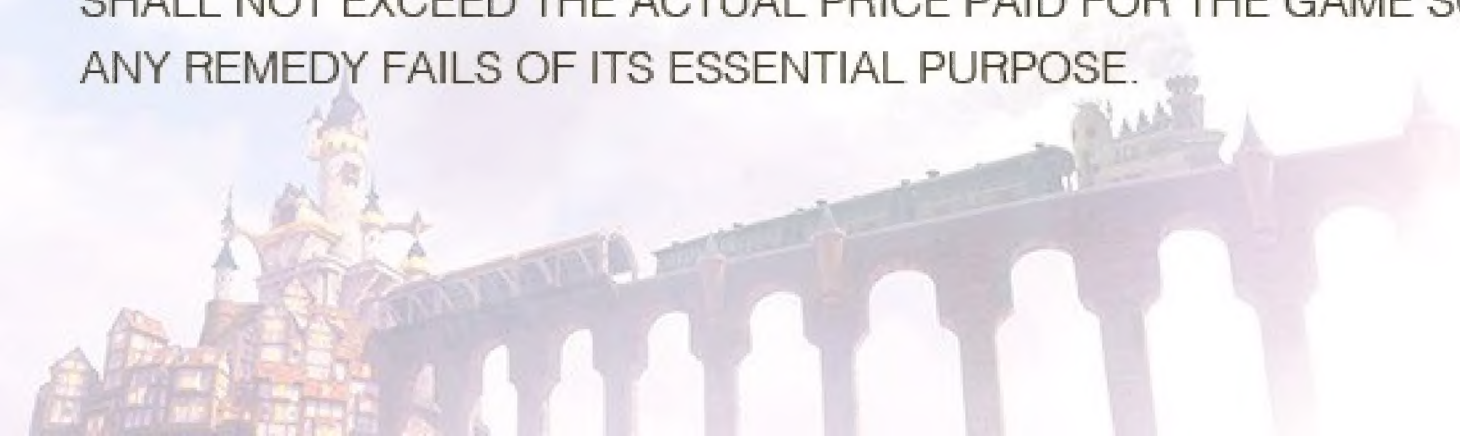
You may have other rights that vary from state-to-state or from jurisdiction-to-jurisdiction.





# LIMITATIONS ON DAMAGES

IN NO EVENT SHALL SQUARE ENIX OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE GAME SOFTWARE, INCLUDING WITHOUT LIMITATION ANY LOSSES OR DAMAGES CONNECTED WITH OR CONSISTING OF LOST PROFITS, DAMAGE TO PROPERTY, LOST OR CORRUPTED DATA OR FILES, LOSS OF GOODWILL, CONSOLE, COMPUTER OR HANDHELD DEVICE FAILURE, ERRORS AND LOST BUSINESS OR OTHER INFORMATION AS A RESULT OF POSSESSION, USE OR MALFUNCTION OF THE GAME SOFTWARE, OR PERSONAL INJURIES, EVEN IF SQUARE ENIX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS OR DAMAGES. FURTHERMORE, IN NO EVENT SHALL SQUARE ENIX OR ITS LICENSORS BE LIABLE FOR SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES OR ANY OTHER TERMS OF THIS AGREEMENT. SQUARE ENIX'S TOTAL LIABILITY IN ALL CASES SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE GAME SOFTWARE. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.



# CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit: [www.square-enix.com/na/support](http://www.square-enix.com/na/support). There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. All customer support provided in English language only. Please note that toll charges do apply when contacting us through phone support. For toll-free service, please contact us through chat support or email.





# NOTICE

The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties.

Unauthorized reproduction is subject to civil and criminal penalties.  
All rights reserved.





# SQUARE ENIX®

© 2016 SQUARE ENIX CO, LTD. All Rights Reserved.

CHARACTER DESIGN: TETSUYA NOMURA / YASUHISA IZUMISAWA



# PLAYSTATION®VITA CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





# PLAYSTATION®VITA CARD PRECAUTIONS

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## GAME CARD FCC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- 
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## GAME CARD FCC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Software licensed for play on PlayStation®Vita systems in the Americas.

Use of this software and PSN<sup>SM</sup> is subject to  
applicable user agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**